MCCC NEWS

Mid-Cities Commodore Club, Inc.

February Vol. 3 Issue 2

MY FIRST TRUE LOVE

BY LARRY GROEBE

A few months ago Barbara Cramer spoke to me, asking if I would let her print an existing article of mine in the MCCC NEWS.

The next month, she asked me for another piece. Again, I said it was fine.

This month, she skipped the formalities and simply suggested I go ahead and write an original column for the newsletter every month. She tempted me with memberships and visions off all the free public domain software I could chew. By now I was in too deep to climb out, so here I am.

My Love Affair with Commodore

I saw my first true love 7 years ago in a photograph. Pure and white, with classic looks, possesed of an allure that no other could match.

Yes, she was gorgeous, that Commodore PET. Back in 1978 when I first laid eyes on her, she was unique in this world. A typical microcomputer in those days was an ugly collection of boxes strung together with spaghetti-strands of cabling. The PET-2001 was different - an all-in-one computing machine in a single, futuristic white cabinet. This was the kind of personal computer James Kirk would certainly have aboard the Enterprise: modern and self contained, right down to the built-in cassette recorder.

The only problem with my PET was that she exacted a dear price, $595. (4K RAM - $795 for 8K) So I had to be content to admire her from afar.

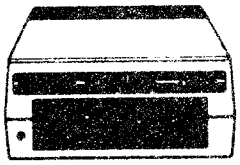
The years passed. I grew to know some flashier ladies, in particular a sexy little Atari 400 with color graphics. I almost had a fling with VIC, (whose keyboard was a temptation to me, suffering as I was with a "membrane" keyboard) but VIC had limited graphics and little memory, and so I forgot her.

Then, fate stepped in. Almost against my will, a Commodore 64 came my way. Here was someone with great potential. She was inexpensive, but not cheap. She could be serious, but not pretentious. She enjoyed games. She was even full of sound and color. (A cheap diskdrive helped, too.)

And we lived happily ever after, the C64 and I. We've been through the good times (like the first time we tried Startext) and the bad (most recently when I formatted my original Kwik-Load diskette in 17 seconds). It's not always a perfect relationship, but it's lasted.

And a few months back, when I didn't expect it, my first-love came into my life again. I saw again my old admired PET and rescued her from an imminent death. She's not quite what she used to be - the years haven't been kind to her. But even if her memory doesn't serve her as well as it once did, she still looks as regal as ever. And she has a nice home with us for as long as she wants.

It makes for a nice family, the Commodores and me.



SOF-TEX

Disk Drive Service

Service Calls Available

ROGER HOGGARD
(817) 281-2608

The MCCC NEWS is the official publication of the Mid-Cities Commodore Club (Dallas/Ft. Worth, TX). Editorial contributions are welcome from anyone anywhere in the world of Commodore. We welcome readers' comments, especially regarding any significant errors or omissions, and we will attempt to publish any corrections in later issues.

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The MCCC NEWS accepts advertising from both members of the club and from commercial establishments. This is an opportunity to reach over 500 members of Commodore computers.

Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows: $60.00 per full page ad; $30.00 per half page ad; $20.00 per quarter page ad; and $10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS will be the first day of each month. PAYMENT MUST ACCOMPANY AD COPY. Make all checks payable to 'Mid-Cities Commodore Club' and mail the ad copy along with your check to: Michael Cramer, 1353 Kathryn Court, Hurst, TX 76053.

FEBRUARY

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3	4	5	6	7	8	9
10	11	12	13	14	15	16
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24	25	26	27	28		

MEETINGS

Feb. 2 Board of Directors Mtg. 10 AM
Hurst Public Library

Feb. 9 Arlington Chapter 10:30 AM
Arlington Public Library

Grand Prairie Chapter 1:30 PM
Grand Prairie Public Library

Feb. 16 HEB Chapter 1:30 PM
Hurst Recreation Center

Ft. Worth Chapter 1:30 PM
General Dynamics Rec. Area

<u>February 16 is the Newsletter Deadline for the March Issue.</u>

Feb. 18 Ft. Worth Night Chapter 7 PM
St. Elizabeth Episcopal Church
3910 Block Oak
River Oaks Addition

Feb. 19 Grand Prairie Chapter 6 PM
Grand Prairie Public Library

COMING UP

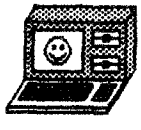
PRESIDENT'S COLUMN

BILL RAECKE

We are at the beginning of a new year, and we now have many new members who just received their Commodore computers as Christmas gifts. The big question for most of them is most likely, "What now?". With that in mind, I thought this might be a good time to review what the MCCC has to offer. First, we have the MCCC News, our club newsletter. It contains a great deal of useful information each month and is getting better all the time. Secondly, we offer a library consisting of well over 100 disks containing public-domain software. The programs which are available consist of everything from games and business applications to programming languages. To make access to the library easier, the library contents will soon be available in disk form from the library. Thirdly, each chapter offers a monthly program. These programs may be hardware or software demonstrations or they may be instructional in nature. In either case, they are a source of important information helping all of us to keep abreast of the latest developments.

In addition to all of this, the club also offers periodic, formal instruction in the use of your computer. This month, for example, we will be starting a beginners introductory class. Later in the year we will hold classes in Basic, COMAL, and Machine Language.

When all of this is taken into account along with the knowledge which can be gained by just talking to other computer users, membership in the MCCC has to be one of the best $20 investments any Commodore owner will make all year. I am proud to be a part of it.



"GUMBALL"

A REVIEW
BRODERBUND SOFTWARE

GUMBALL??? A steam whistle signals the start of another work day at the Sticky Sole Gumball Factory. Eagerly, you begin.sorting the brightly-colored gumballs as they roll down the candy conveyors. With increasing skill, you direct them into the correct sorting bins below. Hurry! You'd better fill up the bins fast and get them over to the shipping department if you are going to make your day's quota. Your Supervisor, Mr. Nitpicker, is not making matters any easier. If a single gumball slips into the wrong bin, he charges out and tips everything over! As if that were not enough, you have just recieved word that a group of overzealous dental assistants is trying to blow up the factory! if you don't zap their dynamite-laced gumballs before they go off -- without losing track of your regular duties -- they'll destroy the factory and all your hopes for the future! Success or the doghouse. It's all up to you at the Gumball Factory!

Gumball is an Arcade-style game for the whole family. it has very colorful screens, and fascinating animation. Multiple levels of game play keep you from getting tired of this game. I don't know why BRODERBUND has not advertized better on this game, at under $30.00, it's a real bargain.

RENDEZVOUS WITH RAMA

A REVIEW
BARBARA CRAMER

Arthur C. Clarke, master storyteller and author of such notable works as 2001, A Space Oddesey and the original work this game is based on, Rendezvous With Rama, is given credit for colaborating with the authors of this C64 adventure game. It is clear that his best efforts are with the printed word.

The book is typical Clarke, well written, strong storyline with an emphasis on science that is not only possible but believable. The game however does not reflect the excitment and imagination of the novel.

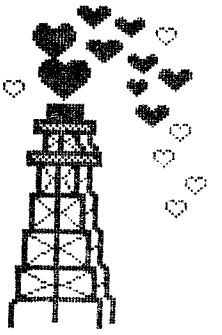
What Rama lacks in creativity is partially compensated in length (4 disk sides). There are some excellent features of Rama that I hope other game authors will note. The typestyle is easy and relaxing to read and there is a nice balance of text and graphics with neither dominating your attention. You may save and restore up to nine games in progress and even format a disk. The game play includes several joystick-maneuvered screens with the option to practice if you wish.

The documentation includes an interesting map of Rama (an extremely large extraterrestrial spaceship) as well as the Commander's Handbook which includes a word list for the parser. The documentation also gives you a set of partial answers to help minimize frustration. The hints are written in a simple code so that you will not accidentally spoil the fun. Also available in the program is a 'NEWDATA' keyword that will give you information that was included in the game after the manual was printed.

In two days of concentrated effort, using the hints, of course, I managed to get almost halfway through the 4 sides. My biggest disappointment was in the graphics which lacked imagination. There is a point at which you just don't appreciate seeing any more doors, hallways, and rooms filled with inanimate objects. The text seemed average with a lot of room descriptions and humorless "information". Perhaps I was expecting too much of an adventure game based on a classic book. To be perfectly honest though, I did not see any result of the author's collaboration. While the concept has great potential, it has resulted in a good, but not great game in this example.

If you have played and finished this or any of the other games in the Trillium series (Farenheit 451, Dragonworld, Amazon, Shadowkeep), I would be interested in your opinions.

Our thanks to Videoland for again supplying the software for this review. Their assistance to our club is greatly appreciated.



1985 CLASSES

GARRY WORDELMAN
EDUCATION CHAIRMAN

Classes will be available for old and new users alike beginning February 16 with a class for new users, "Introductory Computer Use". Three sessions of 2-3 hours each will be scheduled and include information on getting started and understanding your system, applications, information sources and an overview of languages. Pre-registration is required because of limited space. Contact Garry Wordelman (817) 281-7457 for registration and information.

A series of BASIC programming classes will begin in late March or early April. The next issue of MCCC News will include registration information for this class as well as a survey form to discern interest in other types of classes. Instruction will be made available based on the interest and demand of our members.

'SET TOP OF FORM' SUBROUTINE

BY ROGER HOGGARD

This subroutine runs on a Gemini 10X with a Tymac 'Connection' only. For other combinations, replace the CHR$ codes to suit your printer and interface. The lines to replace are:

6000-Open channel (Transparent Mode).
6010-Set linefeed to smallest possible increment (1/72).
6030-Define a download character.
6040-Select the download character set.
6050-Reset the printer (Resets all the above to 'Power-Up' conditions).

```
10 PRINT"■■■ MAIN PROGRAM ■■■":REM MAIN PROGRAM AREA
12 PRINT"■■■ YOUR MAIN PROGRAM GOES HERE
14 PRINT"■ BUT DO NOT SET UP PRINTER YET
16 PRINT"■■■■ PRESS SPACE BAR TO CONTINUE
18 GETA$:IFA$<>CHR$(32)THEN18
20 GOSUB 6000
30 PRINT"■■■ YOUR PROGRAM CONTINUES HERE ■■■"
40 PRINT"■■■ YOUR PRINTER IS RESET, SO ALL YOUR "
50 PRINT"■  SET-UP NEEDS TO BE DONE AFTER THE"
60 PRINT"■  ROUTINE RUNS."
70 PRINT"■■■■ PRESS SPACE TO RESTART OR 'Q' TO QUIT ■■■"
80 GETA$:IFA$=""THEN80
90 GETA$:IFA$=""THEN90
100 IFA$="Q"THENEND
110 IFA$<>CHR$(32)THEN90
120 GOTO 10
6000 PRINT"■■■":OPEN3,4,6:PRINT#3,CHR$(27)CHR$(64)
6010 PRINT#3,CHR$(27)CHR$(65)CHR$(1);
6020 O$=CHR$(0):O1$=CHR$(1)
6030 PRINT#3,CHR$(27)CHR$(42)CHR$(1)CHR$(64)O1$O$O$O$O$CHR$(64)O$O$O$O$;
6040 PRINT#3,CHR$(27)CHR$(36)CHR$(1);
6050 PRINT#3,"@     @     @     @     @     @     @     @     ";
6060 PRINT#3,"@     @     @     @     @     @     @     @     @"
6070 REM
6080 PRINT"■■■■ SET TOP OF FORM ■■■"
6090 PRINT"■■■"
6100 PRINT"  PRESS THE F1 KEY TO PRINT A ROW OF "
6110 PRINT"■  DOTS. WHEN THE ROW OF DOTS IS ON THE "
6120 PRINT"■  FOLD, PRESS ■■■■ RETURN ■■■■"
6130 GETA$:IFA$=""THEN6130
6140 IFA$="■■■■"THEN6050
6150 IFA$=CHR$(13)THENPRINT#3,CHR$(27)CHR$(64):CLOSE3:RETURN
6160 GOTO6130
```

EASY SCRIPT REFERENCE GUIDE

JOE RICKLEFS-BARBARA KEOHANE
CATALINA COMMODORE COMPUTER CLUB

One of the amazing things about the Commodore 64 is it's price. No other computer comes even close to matching it's power for so little investment.

Software from Commodore is also extremely reasonable in price. Where else can you get a full blown word processor that does everything but walk the dog for under $35.00? I'm talking about EASY SCRIPT! It has so many commands and functions that I'm either constantly reaching for the reference manual, or just using a few memorized commands and not utilizing the real power of this word processor.

Sadly enough, Commodore did not include a quick refernce guide to EASY SCRIPT. So without further ado, here is a quick reference guide Complete with all commands and page number references that should enable you to tap the unused power of your EASY SCRIPT word processor:

FUNCTION	COMMAND	PAGE#	PAGE#	FUNCTION	COMMAND
		TABS			
SET TAB	= F1/T/(H OR V)	(7-3)	(7-3)	SET DECIMAL TAB	= F6/F1/T(H OR V)
DISPLAY TABS	= F1/P/(H OR V)	(7-3)	(7-4)	CLEAR TAB	= F1/C/(H OR V)
CLEAR ALL TABS	= F1/Z/(H OR V)	(7-4)	(7-4)	MOVE TO NEXT H TAB	= F7
MOVE TO NEXT V TAB	= F8	(7-4)	(7-4)	SAVE TABS	= ADD "+" TO END OF FILENAME
		MOVEMENT			
MOVE CURSOR RIGHT	= H. CURSOR	(7-5)	(7-5)	MOVE CURSOR LEFT	= SHIFT/H. CURSOR
MOVE CURSOR DOWN	= V. CURSOR	(7-5)	(7-5)	MOVE CURSOR UP	= SHIFT/V. CURSOR
MOVE TO LINE 1 COLUMN 1	= SHIFT/CLR HOME	(7-5)	(7-5)	MOVE TO TOP OF LINE OF SCREEN	= CLR HOME
MOVE TO END PREVIOUS LINE	= (L. ARROW)	(7-5)	(7-5)	PREV. LINE & LAST CHAR.	= 2(L. ARROWS)
START OF NEXT LINE	= SHIFT/RETURN	(7-5)	(7-5)	START OF CURRENT LINE	= L. ARROW/H. CRSR
MOVE TO NEXT WORD	= CTRL/W	(7-6)	(7-6)	MOVE TO LAST WORD	= CTRL/(L.ARROW)
MOVE TO LINE XX	= F1/G/XX/RETURN	(7-6)	(7-6)	MOVE TO LAST LINE	= F1/G/E/RETURN
MOVE TO END OF TEXT	= F1/G/999/RETURN	(7-6)	(7-6)	DISPLAY NEXT SCREEN	=F1/SPACE BAR
DISPLAY PREVIOUS SCREEN	= F1/SHIFT/SPACE	(7-7)			
		SCREEN COLORS & SOUND			
CHANGE CURSOR COLOR	= CTRL/1	(6-2)	(6-2)	CHANGE SCREEN COLOR	= CTRL/2
CHANGE BORDER COLOR	= CTRL/3	(6-2)	(6-3)	TOGGLE SOUND ON OR OFF	= F1/*
		DELETE AND ERASE			
DELETE CHAR. LEFT OF CURSOR	= INST DEL	(7-7)	(7-8)	ERASE CHAR. RIGHT OF CURSOR	= SPACE BAR
DELETE A RANGE	= F1/D/(CRSR RANGE)/RET.	(7-8)	(7-8)	ERASE FROM CRSR TO NEXT PERIOD	= F1/E/S
DELETE LINE CRSR IS ON	= F1/INST DEL/F1	(7-7)	(7-8)	ERASE FROM CRSR TO NEXT PARAGR.	= F1/E/P
ERASE FROM CRSR TO END OF TEXT	= F1/E/R	(7-8)	(7-9)	ERASE ALL TEXT	= F1/E/A
		INSERT & REARRANGE			
INSERT SPACE AT CURSOR	= SHIFT/INST DEL	(7-9)	(7-10)	SET A RANGE	= F1/R/(MOVE CRSR)/RETURN
INSERT LINE(S)	= F1/SHIFT/INST DEL/F1	(7-9)	(7-10)	XFER TEXT TO CRSR POS	= (SET RANGE)/F1/X
TURN ON OR OFF INSERT MODE	= F1/I	(7-9)	(7-11)	DUP. TEXT AT CRSR POS	= (SET RANGE)/F1/A
		PANNING			
PAN RIGHT	= F1/H. CURSOR	(7-7)	(7-7)	SPEED UP PANNING	= SHIFT
PAN LEFT	= F1/SHIFT/H. CURSOR	(7-7)	(7-7)	PAUSE PANNING	= SPACE BAR
PAN DOWN	= F1/V. CURSOR	(7-7)	(7-7)	TERMINATE PANNING	= RUN STOP
PAN UP	= F1/SHIFT/V. CURSOR	(7-7)			
		MISCELLANEOUS COMMANDS			
TOGGLE CAPITAL LOCK	= F5	(7-3)	(7-3)	HYPHENATE IF WORD WONT FIT L.M.	= F1/-
REVERSE CASE OF LETTERS FROM CRSR	= F1/U	(7-12)	(7-2)	DONT SPLIT A PHRASE AT L.M.	= SHIFT/SPACE
RESET (not lose file)	RUN STOP/RESTORE	(10-2)	(10-2)	SYSTEM RESET(lose file)	= F1/RUN STOP/Y/Y
		SEARCH & REPLACE			
LOCATE "STRING" & MOVE CURSOR TO THAT POINT	(7-11)	= F1/S/"STRING"/RETURN/RETURN/F1/H/(M.L OR C)/F1/H/C/RETURN			
SEARCH FOR "OLD STRING" & REPLACE WITH NEW STRING	(7-11)	= F1/S/"OLD STRING"/RETURN/"NEW STRING"/RETURN/F1/@/(M OR L)			
DELETE ALL OCCURENCES OF "STRING"	(7-12)	= F1/S/"STRING"/F1			

FORMATING				
SET LEFT MARGIN TO XX LINES = LMXX	(8-2)	(8-1)	1ST CHAR. ON FORMAT LINE MUST BE	= F3
SET RIGHT MARGIN TO XX LINES = RMXX	(8-2)	(8-1)	SEPERATE FORMAT CMNDS. ON ONE LINE	= :
SET OFFSET TO XX SPACES = OFXX	(8-3)	(8-2)	ONE LINE ONLY MARGIN RELEASE	= MAXX
SET PAGE LENGTH TO XX LINES = PLXX	(8-4)	(8-4)	TURN ON CENTERING	= CN1
SET TEXT LENGTH TO XX LINES = TLXX	(8-4)	(8-4)	TURN OFF CENTERING	= CN0
SET TOP OF PAGE XX LINES = VPXX	(8-5)	(8-3)	SPECIFY JUSTIFICATION	= JU1
SET # OF SPACES BETWEEN LINES = SPXX	(8-3)	(8-3)	TERMINATE JUSTIFICATION	= JU0
FORCE A NEW PAGE AT XX LINES LEFT = FPXX	(8-4)	(8-3)	ALIGN TEXT ON R.M. L.M IS RAGGED	= RA1
# OF LINES TO SKIP BEFORE PRINTING =INXX	(8-5)	(8-8)	COMMENTS	= F3/NB
HEADINGS & FOOTINGS				
SPECIFY HEADER (XX=LINES FROM TOT a=TEXT FROM L.M. b=TEXT CENTERED c=TEXT FROM R.M.)				= HDXX:aaa,bbb,ccc/RETURN
SPECIFY FOOTING (XX=LINES FROM BOP a=TEXT FROM L.M. b=TEXT CENTERED c=TEXT FROM R.M.)				= FTXX:aaa,bbb,ccc/RETURN
AUTO PAGE # FOR HD OR FT = F1/SHIFT/3	(8-6)	(8-6)	FIRST PAGE NUMBER	= P#XX
HEADING LEFT MARGIN = HLXX	(8-6)	(8-6)	HEADING RIGHT MARGIN	= HRXX
PRINTER COMMANDS				
SET LINES PER INCH = LPXX	(8-8)	(8-8)	BACKSPACE	= F1/(LEFT ARROW)
SET CHARACTERS PER INCH = PTXX	(8-8)	(8-8)	SEND LINE FEED	= LF1
UNDERLINE OR ENHANCE = ["TEXT"]	(8-9)	(8-9)	BOLD OR REVERSE	= ("TEXT")
SHADOW = &"TEXT"%	(8-9)	(8-9)	RED OR CONDENSE	= !"TEXT"
SUPERSCRIPT = ' (EACH CHAR)	(8-9)	(8-9)	SUBSCRIPT	= , (EACH CHAR)
BOLD = ;"TEXT":	(8-9)	(8-9)	PRINT USER DEFINED CHARACTER	= F1/$
DEFINE PRINTER CHR$ = X=CHR$	(8-9)	(8-9)	CALL DEFINED PRINTER CHR$	= F1/X
SEND ESCAPE CHARACTER = F1/(UP ARROW)	(8-10)			
INDICATING OUTPUT				
START OUTPUT = F1/O	(8-11)	(8-11)	PRINT CONTINUOUS	= C
SELECT DEVICE NUMBER = DXP	(8-11)	(8-11)	VARIABLE BLOCK (FILL FILE)	= F
PRINT LINKED FILES = L	(8-11)	(8-11)	PRINT MULTIPLE COPIES = X/(# COP RETURN)	
FINAL OUTPUT COMMAND = P rint OR V ideo	(8-12)			
COMMANDS DURING OUTPUT				
TERMINATE OUTPUT = RUN STOP	(8-13)	(8-13)	CHANGE TO PRINTED OUTPUT	= P
NEXT PAGE (NON-CONTINUOUS) = C	(8-13)	(8-14)	CHANGE TO CONTINUOUS PRINTING	= SHIFT/P
VIEW NEXT 25 LINES (VIDEO ONLY) = V	(8-12)	(8-14)	CHANGE TO VIDEO OUTPUT	= V
PAUSE DURING PRINTING (USE IN TEXT) = PS	(8-13)	(8-14)	CHANGE TO NON-CONTINUOUS AFTER PAUSE	= P
VIEWING VIDEO OUTPUT				
GO DOWN = LOGO KEY	(8-12)	(8-12)	MOVE TO COLUMN 1	= RETURN
MOVE FROM SIDE TO SIDE = H. CURSOR	(8-12)	(8-12)	START SCROLL	= SPACE BAR
JUMP RIGHT 20 COLUMNS = F5	(8-12)	(8-12)	STOP SCROLLING	= SPACE BAR (AGAIN)
JUMP RIGHT 40 COLUMNS = F7	(8-12)			
FILE HANDLING				
SAVE A TEXT FILE = F1/F/"FILE NAME"/RET	(9-2)	(9-4)	LOAD A FILE	= F1/L/"FILE NAME"/RET
SAVE & REPLACE = F1/F/"FILE NAME"/RET/Y	(9-2)	(9-6)	LOAD FROM DIR.SCAN	= F4/+$dn/RET/F1/L/F2
SAVE RANGE = F1/SHIFT/F/"FILE NAME"/RET	(9-3)	(9-6)	LOAD FILE FROM DIR DISPLAY	= F1/L/F2
APPEND TEXT = GOTO END OF TEXT.THEN LOAD	(9-4)	(9-4)	MERGE TEXT = POS.CRSR.F1/I/(NORMAL LOAD) (USE * FOR WILD CARD LOAD)	
DISK OPERATIONS				
ENTER DISK MODE = F4	(9-11)	(9-11)	FORMAT A DISK	= F4/NO:"DISK NAME",XX/RET
DISPLAY DIRECTORY(DISK MODE) = $0/RETURN	(9-12)	(9-11)	DELETE FILE(DISK MODE)	= S0:FILENAME/RET
LOAD DIRECTORY (DISK MODE) = +$0/RETURN	(9-12)	(9-13)	RENAME FILE	= R0:"NEW NAME"="OLD NAME"
PRINT DIRECTORY (WHEN LOADED) = F1/O/P	(9-12)	(9-13)	VALIDATE A DISK	= V(DRIVE NUMBER)
COPY OF DISK =Cddn=Sdn/RET	(9-13)	(9-13)	BACKUP A DISK	= Dddn=Dsdn/RET
COPY A FILE = Cdn:NEWFILE=Sdn:OLDFILE/RT	(9-13)	(9-13)	MERGE FILES =	CO:NEWFILE=S0:1FILE,2FILE
PATTERN MATCHING = (USE * OR ? IN NAME)	(9-14)			
LINK & MAIL FILES				
LINK TO FILE (MUST BE LAST LINE IN FILE)	(9-7)			= F3/LK:"NEXT FILE NAME"/RETURN
VARIABLE BLOCKS = F1/B..../RETURN	(9-8)	(9-9)	MEASURED BLOCKS	= F1/B/BACKSPACE/F1/M

1541 FLASH

LUKE DODDS

Skyles Electric 1541 FLASH requires the new owner to install several items of hardware. These are an extender board with switch and cable connectors attached: a Kernal ROM assembly and socket: and a 1541 Operating ROM assembly.

Inside the C64 the Kernal ROM chip must be removed. The Skyles Kernal ROM assembly plugs into the empty socket. On the assembly (a small printed circuit board) is the Skyles Kernal ROM and an empty socket for you to plug in your original Kernal ROM. This is sort of a piggy-back arrangement.

The extender board plugs into the user's port (left rear) of the C64. A short three-wire cable from the new Kernal ROM assembly plugs into the extender board. Apparently the switch on the extender board determines which Kernal ROM is in use.

If the Kernal ROM is soldered into your particular C64 model, ask a qualified technician to perform the installation of your Kernal ROM assembly.

Inside the 1541, the Operating ROM chip is first removed. In its place plug in the "new" ROM assembly and Skyles supplied replacement ROM. Your original Rom is no longer used. Next remove the Input 6522 chip (location varies with 1541 model). Pin 19 of the removed chip is gently bent straight outward from the chip body. This ROM is then plugged back into its original socket with pin 19 out sideways in the air so to speak.

Part of the 1541 cable assembly consists of several wires joined together at a lug and grounded under a screw at one corner of the 1541 printed circuit board. Two wires have microclips attached at the end. One color microclip ia clipped onto pin 19 of the 6522 (bent out straight above). The other color microclip is clipped onto pin 18 of the same chip. The entire bundle of wires is formed around the rear of the main printed wiring board and exits near the fuse holder on the rear panel. A "stick-on" cable clamp secures the cable. The other end of this cable plugs into the extender board on the C64.

In summary: A choice of two Kernal ROMs are in place inside the C64; a new Operating ROM is installed in the 1541 and its input 6522 wiring is modified.

The instruction booklet is clear and includes illustrations to aid installation. Great care must be exercised. Once installed it is a sturdy arrangement and should give no trouble.

Putting the FLASH to work is not difficult. With the switch on the extender board in position nearest the computer, the C64 comes up with the FLASH fully activated. A POKE will return the computer to slow mode or the extender board switch will do the same thing. An OPEN command is required to change the 1541 to the slow mode. Another set of POKE and OPEN commands will return the system to the fast (FLASH) mode.

I had great expectations for rapid loading using the FLASH. I tried several disks with results as shown below:

	Standard	FLASH
WordPro 3	64 seconds	26 seconds
Practicalc	21	9
Multiplan	105	41
Pascal	128	63
GorenBridge	81	41
Doodle	42	15
Paint Pic	157	123
Beach Head	130	56
Blue Max	84	40

Skyles advertising implies that FLASH loads programs "three times faster---". My data disagrees.

FLASH provides a set of DOS commands. They must be called up with a SYS command. I was disappointed since I had looked forward to the helpful DOS commands that would not be lost if RESET became necessary. I miss the / (slash) command in the C64 WEDGE. In its favor the FLASH DOS uses no RAM. The commands include the usual

rapid access for directory, initialize, new, validate, scratch, etc.

One valuable command provided (DOS not required) is <shift><run stop> to substitute for the old Load "*",8,1 <RET>. Again I was disappointed. It would not load FLIGHT SIMULATOR or NITE MISSION PIN BALL disks. SOLO FLIGHT loaded satisfactorily.

I tried the 10 new editing commands. All functioned properly and appear to be great timesavers. Only time will tell if the "Advanced Programming Commands" are worthwhile.

This product is a definite improvement on normal 1541 performance. Continued use will prove interesting. Skyles warrants the product (material and labor)for a period of 4 months after date of purchare.

Luke Dodds

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DATASOFT'S "CONAN"

A REVIEW

Is "CONAN" just another "Famous Face" trying to ride on its good name? As the heroic, mighty CONAN your goal is to find and destroy the villainous VOLTA. Your journey takes you deep within an ancient castle inhabited by frightful creatures and filled with deadly traps.

While searching for Volta, you may battle your way through seven levels; each level introduces you to a different foes and different dangers. You will encounter fierce dragons, glowing flame monsters, giant floating eyeballs, electric spark creatures, and lethal leapers.

The primary objective in each level is to obtain gems, place them in gem holders and find the key to unlock the door to the next level. The exit from each level is indicated by a flashing arrow. You must determine the safest, fastest way to the exit.

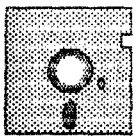
You can walk, run, jump, and fall from any height without harm, but must avoid falling into pools of water, lava pits, fire pits, or the spike pit. You can also climb ladders, and by hurling your power sword, demolish your enemies. If a sword reappears once it has been thrown, you can capture it and add it to your reserve. Some foes will not be destroyed when struck by your sword.

You have one friend, a large bird, who keeps watch over you throughout your quest. He appears in some levels to aid you (touch him and recieve an extra life, and eventually helps you to destroy the evil VOLTA.

The only thing that the game quality lacked was the color and animation. Through most of the game, there were only three colors on the screen at once. This detracted from the look of the game. The game at first is very difficult, and without practice can lead to a player who burns out easily. Reading the instructions first on this game is a must.

Like "BRUCE LEE", the first entry in the "Famous Faces" series from DATASOFT, CONAN is just an average game, with a famous name!

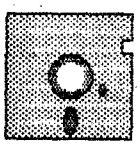
NEW LIBRARY DISKS



TPUG

DEC. 1984

```
0 "TPUG DEC 84.C    " TE 2A
12    "LIST-ME (C)TE.L"   PRG
21    "CROSSOVER.C"       PRG
62    "ZAP III.C"         PRG
77    "SEARCH/REPLACE.C"  PRG
34    "QIX.C"             PRG
19    "PATCH.C"           PRG
77    "TOPIC SENTENCE.C"  PRG
17    "MONAD.C"           PRG
42    "RECOL.C"           PRG
16    "MIND READ.C"       PRG
51    "NAME GAME.C"       PRG
41    "BATTLESHIPS.C"     PRG
32    "BAY STREET.C"      PRG
28    "HANGMAN.C"         PRG
23    "BARB'S BOAT.C"     PRG
18    "CRAZY 8'S.C"       PRG
50    "DISK FILE 3.4.C"   PRG
1     "DIR @$28"          PRG
2     "L-SORT"            PRG
31    "DOCTOR WHO.C"      PRG
9 BLOCKS FREE.
```



COMAL

USER GROUP #6

```
0 "ug ■#6 ■■■■■■■■■■■■" ■0 ■2a
6     "boot c64 comal"    prg
131   "c64 comal 0.14"    prg
5     "comalerrors"       seq
17    "hi"                prg
1     "----FEATURED----"  seq
1     "----PROGRAM-----"  seq
27    "game'unfin"        prg
1     "---DATA FILES---"  seq
1     "--DO NOT LOAD---"  seq
2     "lakeside"          seq
5     "e"                 prg
4     "f"                 prg
32    "g"                 prg
4     "tbsk"              prg
4     "cmk"               prg
32    "kbit"              prg
32    "farmbit"           prg
4     "farmtbs"           prg
4     "farmcm"            prg
32    "treebit"           prg
4     "treetbs"           prg
4     "treecm"            prg
3     "help1"             seq
4     "cbit"              prg
5     "ctbs"              prg
32    "ccm"               prg
2     "help2"             seq
1     "---PROCEDURES---"  prg
1     "beep.proc"         seq
2     "cat'.proc"         seq
5     "tod.proc"          seq
3     "wait'n'go.proc"    seq
1     "cursor.proc"       seq
1     "----UTILITY-----"  prg
1     "----PROGRAMS----"  prg
20    "dir'print'nec"     prg
5     "imp.dump"          prg
24    "pretty printer"    prg
26    "disk'editor"       prg
9     "dual epson.dump"   prg
4     "expand'comal"      prg
1     "-DEMO  PROGRAMS-"  prg
3     "city patterns"     prg
5     "comaldice"         prg
2     "flower'judy"       prg
5     "fractal"           prg
16    "galactic news"     prg
3     "orbit'circle"      prg
13    "pitfall harry"     prg
10    "polyhedron"        prg
16    "queens"            prg
14    "random keyframes"  prg
3     "sphere'plot"       prg
8     "traffic.light"     prg
8     "variable boxtree"  prg
2     "yarn'art1"         prg
51 blocks free.
```

FT. WORTH NEWS

RANDY JELLISON

We would like to thank Terry S. Creasy for his excellent presentation of the COMAL cartridge. Terry's knowledge of this up and coming language is a real plus for our club. His willingness to share valuable time and expertise is greatly appreciated.

John Bielefeld will speak on the database program, The Manager, at our Feb. 16 meeting. This meeting will be held at the GDRA, Meeting Room #2 at 1:30 PM.

Finally, we would all like to thank Larry Wiest for his work as the president of our chapter in 1984. Fuzzy worked hard and sacrificed a great deal to make our club the success it has been through the growth of last year. THANKS, Fuzzy, for a job well done.

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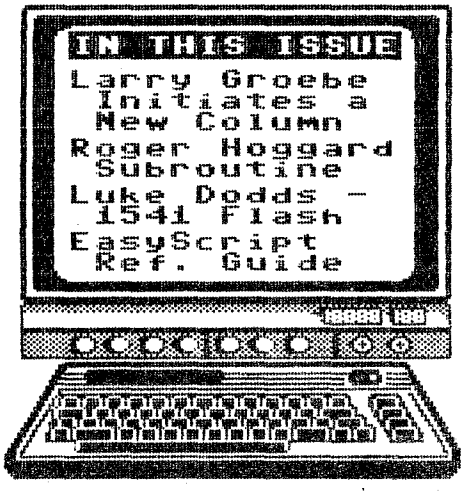
Dues may be paid at any chapter or club meeting or by sending them to Bruce Nelson, Treasurer, P.O. Box 1578, Bedford, TX 76021.



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